

SÃ©bastien Kubicki

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/10732407/publications.pdf>

Version: 2024-02-01

11
papers

154
citations

1307594

7
h-index

1372567

10
g-index

11
all docs

11
docs citations

11
times ranked

80
citing authors

| # | ARTICLE | IF | CITATIONS |
|----|---|-----|-----------|
| 1 | RFID-driven situation awareness on TangiSense, a table interacting with tangible objects. Personal and Ubiquitous Computing, 2012, 16, 1079-1094. | 2.8 | 34 |
| 2 | RFID interactive tabletop application with tangible objects: exploratory study to observe young children's behaviors. Personal and Ubiquitous Computing, 2015, 19, 1259-1274. | 2.8 | 26 |
| 3 | Simulation in contexts involving an interactive table and tangible objects. Simulation Modelling Practice and Theory, 2013, 31, 116-131. | 3.8 | 25 |
| 4 | From Centralized Interactive Tabletops to Distributed Surfaces: The Tangiget Concept. International Journal of Human-Computer Interaction, 2012, 28, 709-721. | 4.8 | 20 |
| 5 | New Human-Computer Interactions Using Tangible Objects: Application on a Digital Tabletop with RFID Technology. Lecture Notes in Computer Science, 2009, , 446-455. | 1.3 | 15 |
| 6 | A Multi-Agent System Approach for Interactive Table Using RFID. Advances in Intelligent and Soft Computing, 2010, , 125-134. | 0.2 | 10 |
| 7 | Distributed UI on Interactive Tabletops: Issues and Context Model. Human-computer Interaction Series, 2013, , 27-38. | 0.6 | 7 |
| 8 | Towards New Human-Machine Systems in contexts involving interactive table and tangible objects. IFAC Postprint Volumes IPPV / International Federation of Automatic Control, 2010, 43, 77-82. | 0.4 | 6 |
| 9 | Distributed Interactive Surfaces: A Step Towards the Distribution of Tangible and Virtual Objects. Human-computer Interaction Series, 2011, , 133-143. | 0.6 | 5 |
| 10 | The Stroop and Reverse Stroop Effects as Measured by an Interactive Tabletop. International Journal of Human-Computer Interaction, 2016, 32, 363-372. | 4.8 | 4 |
| 11 | Using a tangible interactive tabletop to learn at school. , 2016, , . | | 2 |